

No.10615

5+

2 GAMES IN 1!

26
Levels
+ Bonus stages



**TV PLAY
SYSTEM**

Manual

Thank you for purchasing the Sonic The Hedgehog™ TV Play System. We've taken one of your favorite Sonic The Hedgehog™ games and put it into a compact handheld controller that plugs right into your television for play. Included in this box is one controller with built-in software and A/V cable.

Please read the setup instructions and precautions/ warnings before attempting to connect the Sonic The Hedgehog™ TV Play System to your TV.

The TV must have Audio/Video Input (AV) Jacks to be able to play the Sonic The Hedgehog™ TV Play System – If the TV does not have the Input Jacks, you may purchase a RF/Scart Adapter that has AV inputs built in.

If you chose to connect the unit through your VCR, you may need to select the LINE OUT button on the TV/VCR to display the initial menu screen.

Your may need to consult the instruction guide to the TV or VCR for more information about your specific equipment.

Installing the Batteries

Have an adult install 3 "AA" batteries (not included). Caution: When installing the batteries make sure that the positive (+) and negative (-) ends are facing in the correct position. Follow the diagram in the battery compartment. Note: when the batteries begin to lose their charge, the power indicator LED will begin to dim and the Sonic The Hedgehog™ TV Play System will turn itself off. Remember to take out batteries when the Sonic The Hedgehog™ TV Play System is not being used for a long time.

Sonic The Hedgehog™ TV Play System Operations

1. Make sure the power switch on the controller is in the off position.

2. Turn your TV on and turn to the channel that accepts the input line.
3. Slide the power switch on the controller to the on position. The indicator light should illuminate (if not, check the batteries).
4. The TV screen will display the opening screen shot for approximately 10 seconds. The next screen will display the Game Selection Screen.
5. Use the directional pad to highlight either Sonic Chaos or Sonic Spinball, and then press the A button to commence play.

How to turn off the Sonic The Hedgehog™ TV Play System

1. Slide power switch to the off position.
2. Turn your TV to the desired channel to view regular TV programs (When using A/V jacks you will need to set the TV/Video switch back to the TV position).

Troubleshooting

1. No picture on the screen
 - * Is the Sonic The Hedgehog™ TV Play System turned on?
 - * Is the TV turned on?
 - * Is the AV output connected properly?
 - * Is the battery capacity too low?
 - * Are the batteries installed properly?
2. Screen flickers or no color
 - * Are the TV's color controls set correctly?
3. No game sound
 - * Is the TV volume set too low or in the off position?
 - * Has the audio cable come loose or become disconnected?
4. Picture on TV screen is unsteady
 - * Adjust the vertical and horizontal controls until corrected.
5. Picture is blinking or distorted.
 - * Press the reset button. If there is no improvement, turn the power off and try again.

6. No power
 - * Check whether the batteries were installed properly.

Hardware Precautions/Maintenance

1. Do not disassemble or try to repair the Sonic The Hedgehog™ TV Play System unit or its components.
2. Always place the power switch in the off position before connecting the unit to the TV.
3. Do not store the unit in a humid place or where it could collect dust, lint or other debris.
4. Do not drop, hit or otherwise abuse the unit or its components.
5. Make sure that all connections to the unit are correct (refer to Back View Diagram) and the plugs are inserted straight into the proper sockets.
6. Make sure the unit is in the off position before disconnecting any plugs. Carefully remove the cable from the plug itself, and not by pulling on the cable.
7. Do not expose the unit to high heat or direct sunlight for extended periods of time. This will cause the unit to malfunction.
8. Do not spill any liquids on the unit or its components. If cleaning the unit, use a soft damp cloth and let it dry completely before attempting use.
9. Do not rapidly turn the power switch on/off. This may shorten the life of the batteries.

Warning! Not Suitable for children under 36 months. Small parts and long cords present a choking hazard to small children.

Warnings & Precautions

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness) immediately consult your physician before using any video games. We recommend that parents observe their children while they play the games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician. FOLLOW THESE PRECAUTIONS WHENEVER USING the Sonic The Hedgehog™ TV Play System:

- When using your controller do not sit or stand too close to the television.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 or 15 minute break every hour while playing

Repetitive Strain Warning

Some people may experience fatigue or discomfort after playing for long periods of time. If your hands or arms become tired or uncomfortable while playing, stop and rest.

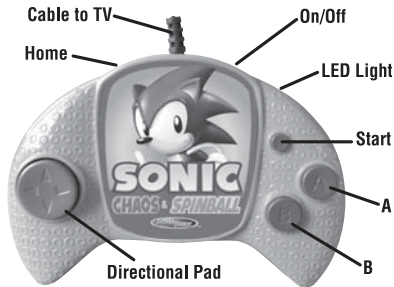
Sonic Chaos™

TABLE OF CONTENTS

Using the Controller	Page 2
Battery Installation	Page 3
Audio/Video Input Setup	Page 4, 5
Story.....	Page 6
Starting the Game	Page 7
Choosing a Hero.....	Page 7
Searching South Island	Page 8
Super Stunts	Page 9
Zones	Page 10
Super Power-Ups	Page 11
Clearing each Act	Page 12
Beating the Bosses	Page 12
Special Stages	Page 13
Continuing a Game	Page 14
Tips & Tricks	Page 14

Using the Controller

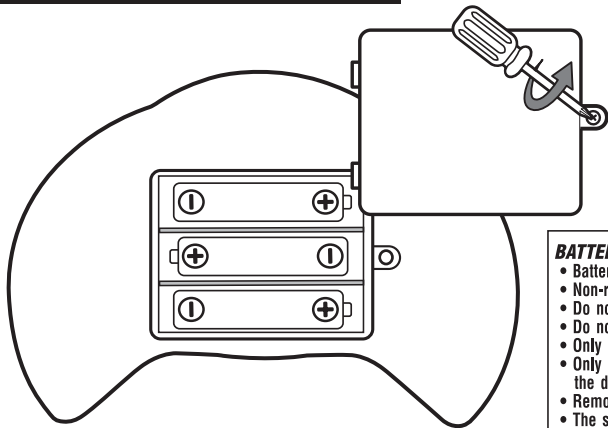
1. On/Off: Slide button to turn controller on and off.
2. LED Light: Illuminates when the power is on.
3. Home: Returns you to the Game Selection Screen.
4. Start: Starts and Pauses the game.
5. Directional Pad:
 - Move Sonic and Tails Left or Right - push the left or right sides of the directional pad.
 - Full Speed Run - hold the left or right sides of the directional pad in the direction you wish to run.
 - Quick Stop - press the opposite side of the directional pad while running.
 - Super Spin Attack - press down on the directional pad while running.
 - Look Up - press up on the directional pad while standing.
 - Look Down - press down on the directional pad while standing.
6. A and B Buttons: Push to make Sonic or Tails jump.
 - Super Spin Dash – press and hold down on the directional pad plus press the A or B button repeatedly to rev up. Then, release down on the directional pad.
 - Fly as Tails – press up on the directional pad plus press the A or B button repeatedly to rev up.



WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your Sonic The Hedgehog™ TV Play System to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Battery Installation



Requires 3 x AA (LR6, 1.5V, UM3) Batteries.
(Not Included)

Insert the NEW AA batteries in the battery compartment of your TV Play System. To do this, you will have to unscrew the compartment lid (located on the bottom of the unit) with a small screwdriver. Insert NEW AA batteries, and then replace the lid to the compartment. Finally, you will need to screw in the screw.

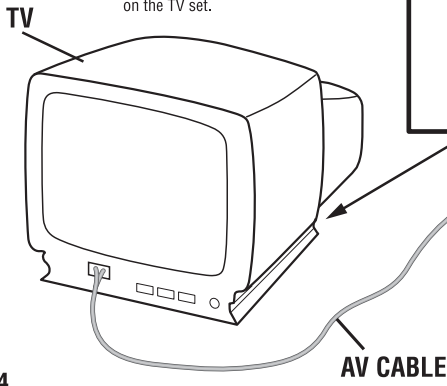
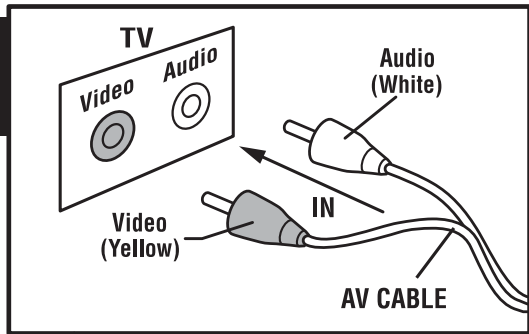
Use ONLY NEW AA batteries in this product. Never mix brands of batteries. Never mix alkaline, standard (Carbon-zinc) and rechargeable (nickel-cadmium) batteries or this product will not work properly. It is not recommended that rechargeable batteries be used with this product.

BATTERY CAUTIONS:

- Batteries should only be replaced by an adult.
- Non-rechargeable batteries are not to be recharged.
- Do not use rechargeable batteries.
- Do not mix new and used batteries.
- Only use batteries of the same type as recommended.
- Only insert batteries into the unit as shown in the diagram.
- Remove exhausted batteries from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of batteries in fire.
- Remove batteries from product when not in use.

Audio / Video Input (US & Japan)

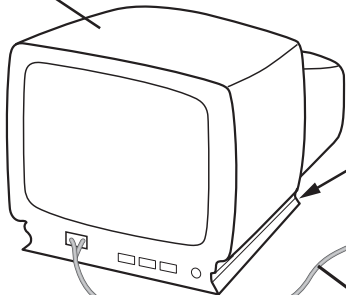
The A/V jacks can be found in the front, back, or both of the TV set, depending on the TV set.



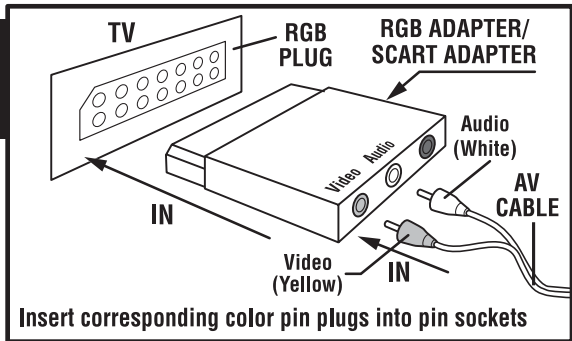
Audio / Video Input (Europe)

The A/V jacks can be found in the front, back, or both of the TV set, depending on the TV set.

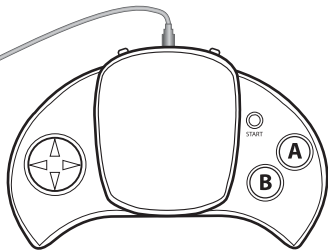
EUROPEAN TV



AV CABLE



Insert corresponding color pin plugs into pin sockets



STORY

Could this be the end of South Island? That evil maniac Dr. Robotnik has another twisted idea to take over the world! This time he wants to steal the mystical Chaos Emeralds.

The Emeralds are the source of vitality for all living things. But in the hands of rotten Dr. Robotnik, they could be turned into nuclear bombs and laser weapons!

The evil doctor has already snatched the Red Chaos Emerald, causing the other Emeralds to lose balance and fly into a parallel universe. Now South Island is sinking into the ocean. Sonic and Tails will have to use all their super speed and super stunts to stop Dr. Robotnik and restore harmony to the universe!

STARTING THE GAME

Turn the controller on and the Game Selection Screen will appear. Press up or down on the directional pad to highlight Sonic Chaos™. Then, press the Start button to enter your selection.

You will then enter the Sonic Chaos™ Game Title Screen. Press the Start button to enter the Character Selection Screen.



CHOOSING A HERO

When the Character Selection Screen appears, use the directional pad on the left side of the controller to choose your hero. Press < or > to choose Sonic or Tails, then press the A button to confirm your choice.



Sonic or Tails?

Sonic Chaos™ has two difficulty levels. If you want the tough trip, choose Sonic as your player. Take it easier with Tails. Sonic can pick up Rocket Shoes for dizzying speed and high altitude. Tails can fly over difficult obstacles and swim with his tails. Both heroes take the same wild ride through South Island, but only Sonic can save the Chaos Emeralds in the Special Stages.



SEARCHING SOUTH ISLAND

Your goal is to race through South Island's zones and stop the demented Dr. Robotnik. Each zone has three acts of wild roads, ramps, traps and Dr. Robotnik's henchbot underlings. Race through each act, collecting as many Rings as you can. Check the top left corner of the screen to see how you're doing.

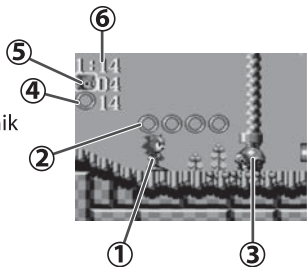
Timer: The Timer starts counting as soon as the act begins. You have 10 minutes to clear each act. If you go over the time limit, you'll lose one life.

Lives: As Sonic, you'll start the game with 3 lives. As Tails, you'll begin with 5 lives. Each time you lose a life, you'll start the act over. You can keep playing as long as you have lives left. If you use them all, you may be able to keep on playing your game by using a Continue.

Rings: The number of Rings you've collected adds up here. Rings protect you from enemies as well as earn points. You lose Rings when you knock into enemies. If you lose all your Rings, you'll lose one life the next time you're injured. So keep on grabbin' those Rings!

GAME SCREEN

1. Hero: Sonic or Tails
2. Rings: Collect as many Rings as you can.
3. Enemy: The animal robots are under the control of Dr. Robotnik and will harm you. Avoid them or spin to destroy them.
4. Rings Collected: This shows you how many Rings you have collected so far.
5. Lives: Amount of chances remaining before the game is over.
6. Timer: You only have 10 minutes per act. Hurry up!



SUPER STUNTS

Super Spin Attack: Sonic & Tails

To make Sonic or Tails spin, press down on the directional pad while running. To jump while spinning, press the A or B button.

Super Spin Dash: Sonic & Tails

To perform a Spin Dash, press down on the directional pad while standing. Then, press the A or B button repeatedly to rev up. Release the directional pad to start dashing.

Pogo Springs: Sonic & Tails

When you find a Pogo Spring, press the A or B button to jump on. Then, use the directional pad to spring cross-country at super altitude. Press the A or B button again to jump off the spring.

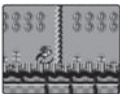
Sonic's Rocket Shoes: Sonic

As Sonic, pick up the Rocket Shoes to flash through the air at hyperspeed! Use the directional pad to steer through the sky to get as many sky-high Rings as you can! Rocket Shoes last for about 5 seconds, or until Sonic is hit by an enemy.

Airman Tails: Tails

As Tails, use your twin tails to go airborne! To fly, press up on the directional pad while standing. Then, press the A or B button repeatedly to rev up. Tails can fly for about 5 seconds before he has to rest. Follow these directions when you're underwater to swim!

ZONES: There are 6 Zones in Sonic Chaos™ :



Turquoise Hill Zone: Speed through oceanside loops and tricky platforms loaded with Rings. Look out for spike traps and the Lady Bug Boss!



Gigapolis Zone: Smash through walls with the Super Spin Dash. Metal-o-Turtles and bugs are out to get you. Fight the Bead Worm Boss to clear the zone.

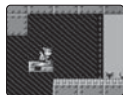


Sleeping Egg Zone: Bash upward through solid blocks and make huge spring-loaded hops! Weird optical illusions and Veg-o-Bots will try to do you in. The Bouncy Boss Robot is heavily armed. Watch out!

Mecha Green Hill Zone: The evil Dr. Robotnik even has Coconut-Bots, so keep an eye on the palm trees! Jump to save yourself from the deadly molten metal and stay on top of the Tree Crawler Boss.

Aqua Planet Zone: Dive into an underwater quest with fierce currents and treacherous tunnels. Hold your breath and grab air bubbles to survive. Numbers will count down over your head to warn you that Sonic or Tails is running out of air. The Sphere-o-Bot Boss awaits you at the end of this zone.

Electric Egg Zone: Breakaway floors, laser guns and indestructible booby traps are lurking in this final zone. Conveyor belts make for slippery progress. Be careful! The Laser Walker can get you with its bounce shots.



SUPER POWER-UPS:

There are video monitors holding Super Power-Ups scattered throughout the zones. When you see one, jump on it to break it open and receive the reward displayed in the window.

Super Ring: If a ring appears, you will receive 10 bonus Rings.



Rocket Shoes: Rocket Shoes speed Sonic through the air at high altitudes. However, only some of these Power-Ups let Sonic use the Rocket Shoes. The others just increase your running speed temporarily.

Shield: The shield will protect you from your enemies. If you are hit while holding the shield, you will not lose any Rings, but you will lose the shield.



1-Up: If your hero's face appears, you will receive an extra life.

Turnstile Rewards: Spin Dr. Robotnik's turnstile to clear the act. You might pick up a special bonus, such as an extra life, 10 Rings or a Continue!



CLEARING EACH ACT

Your score is added up at the end of each act. Scores are based upon your speed and the number of Rings you have left at the end of the act. The faster you can blaze through an act while grabbing as many Rings as possible, the higher you'll score!

Scoring:

Rings 100 points each

Speed 10 points each Km/h (Kilometer per hour)

BEATING THE BOSSES

Dr. Robotnik has ordered his boss henchbots to guard the final act of each zone. You must defeat these tough enemies before you can advance. Keep these tactics in mind:

- Bombard each boss with Super Spin Attacks.
- Make sure you have a large number of Rings so you can last longer during battle.
- Don't linger in one place. Keep moving.
- Look for the weaknesses of each boss and exploit them.
- When you score a hit, the boss will light up for a second. Keep attacking until he explodes.

SPECIAL STAGES

If Sonic is really going to save South Island, he has to rescue the five Chaos Emeralds from the parallel universe during the Special Stages. To enter a Special Stage, collect 100 Rings in either of the first two acts of any zone. The moment Sonic gets 100 Rings, he teleports to the Other World where Rings are floating everywhere!



One of the Chaos Emeralds is stashed somewhere in each Special Stage and you have one minute to find it! The round ends when you pick up the Emerald or run out of time.

Scoring:

Small Rings 1 point each

Large Rings 10 points each

SPECIAL STAGE SCORE SCREEN

The Special Stage Score screen shows the number of Rings Sonic collected, the time it took you to finish the stage, your score, any Continues you earned, and a Chaos Emerald if you found one. Then, Sonic will teleport back to the next act in the zone.

SPECIAL STAGE HINTS

- Sonic needs all five Chaos Emeralds to truly defeat Dr. Robotnik. There are 12 acts with enough Rings (100) to get into the Special Stages and find all the Emeralds.
- Sonic earns an extra life for every 100 points you gain in the Special Stage.
- Sonic earns a Continue for every 50,000 points you accumulate.
- You must vanquish Dr. Robotnik to win the sixth and final Chaos Emerald.

CONTINUING A GAME

With Continues, you can keep on playing a game even after Sonic or Tails loses all of his lives. Sonic has no Continues to start with, but will earn one with every 50,000 points you score. Tails begins with three Continues, and he will earn an additional one every 30,000 points. A Sonic or Tails icon will appear on the Score screen after every act and Special Stage for each Continue remaining.



When Sonic or Tails runs out of lives, the Continue screen will appear. Press the A button before the timer counts down to zero to reenter the game at the beginning of the last act you played. If you run out of Continues, the game ends when Sonic or Tails loses his last life.

TIPS & TRICKS

- Grab all the Rings you can.
- Sonic and Tails can break through some of the walls, floors, and overhead blocks. Be sure to smash away at obstructions to find routes to the Rings and secret rooms with Power-Ups.
- You can use some of the henchbots as springboards, so don't knock them off too soon.
- Search the screen by pressing up and down on the directional pad to find more Rings and new routes through each level.
- Some platforms will crumble out from under you. Jump quickly to save yourself!
- Use the Super Spin Attack to zoom over the water.

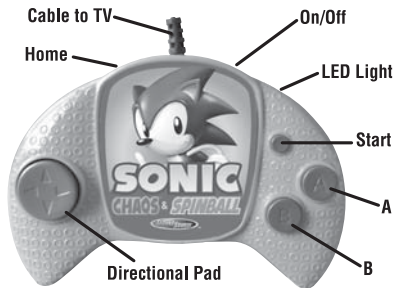
Sonic Spinball™

TABLE OF CONTENTS

Using the Controller	Page 16
Story.....	Page 17
Starting the Game	Page 17
Options Screen	Page 18
Spin, Flip and Fly!	Page 18
Flippers, Bumpers and Drop Targets	Page 18
Venture into the Volcano!.....	Page 19
Special Stage "Bonus Cages".....	Page 20
Match Screen	Page 20
Rack up Points!	Page 21

Using the Controller

1. On/Off: Slide button to turn controller on and off.
2. LED Light: Illuminates when the power is on.
3. Home: Returns you to the Game Selection Screen.
4. Start: Starts and Pauses the game.
5. Directional Pad:
 - Move Sonic Left or Right - push the left or right sides of the directional pad.
 - Full Speed Run - hold the left or right sides of the directional pad in the direction you wish to run.
 - Quick Stop - press the opposite side of the directional pad while running.
 - Super Spin Attack - press down on the directional pad while running.
 - Look Up - press up on the directional pad while standing.
 - Look Down - press down on the directional pad while standing.
 - Super Spin Dash – press and hold down on the directional pad plus press the A or B button repeatedly to rev up. Then, release down on the directional pad.
6. A Button: Controls right flipper and makes Sonic jump.
7. B Button: Controls left flipper and makes Sonic jump.



WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your Sonic The Hedgehog™ TV Play System to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

STORY

The twisted Dr. Robotnik is back and this time he's hatched an evil plan to transform all the creatures of Mobius into robots! To do this, Robotnik's designed the Volcano Veg-O Fortress, a super-efficient robot factory hidden inside an island volcano.

Robotnik's harnessed the molten lava of the volcano to power the Veg-O Fortress. He's already captured thousands of animals to transform into robots, and he's created a diabolical pinball security system to secure their imprisonment. It's up to Sonic—the world's coolest hedgehog—to free his friends and stop Robotnik's sinister scheme before it's too late!

STARTING THE GAME

Turn the controller on and the Game Selection Screen will appear.

Press up or down on the directional pad to highlight Sonic Spinball™.

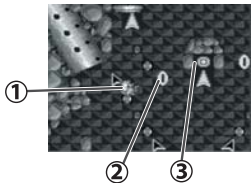
Then, press the Start button to enter your selection.

You will then enter the Sonic Spinball™ Game Title Screen. Press up or down on the directional pad to highlight Start or Options. Then, press the Start button to enter your selection.

If you select Start, you will see Sonic flying towards the Volcano Veg-O Fortress. Then, you'll arrive at the beginning of the Toxic Pools level.

GAME SCREEN

1. Hero: Sonic
2. Rings: Collect as many Rings as you can.
3. Enemy: The animal robots are under the control of Dr. Robotnik and will harm you. Avoid them or spin to destroy them.



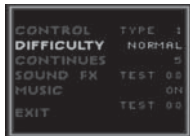
OPTIONS SCREEN

When the Options Screen appears, use the directional pad on the left side of the controller to adjust flipper controls, number of Continues, difficulty levels, music settings and sound effects, and to exit the Options Screen.

Use the Options Screen to choose between two flipper control settings. In Type 1 mode, the B Button controls the left flipper, and the A button controls the right flipper. In Type 2 mode, pressing down on the directional pad controls the left flipper, the B button controls the right flipper, and the A button activates both flippers at the same time.

There are two difficulty settings: Easy and Normal. Select Easy to reduce the number of drop targets you need to hit to make the playing field safer.

The Options Screen also lets you choose between 3, 5 and 7 Continues. Adjusting the number of Continues will give you more 5-ball games to try to crush Robotnik.



SPIN, FLIP AND FLY!

As Sonic, you'll rocket through Robotnik's pinball fortress. Along the way, you'll bounce off bumpers and knock down targets, grab rings, destroy enemies, find Emeralds, and perform outrageous acrobatics.

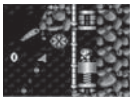
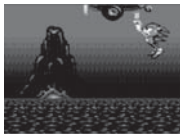
The longer you stay alive, the more points you'll score, and the more levels you'll explore. Make it to the showdown with Dr. Robotnik, and things really heat up!

FLIPPERS, BUMPERS AND DROP TARGETS

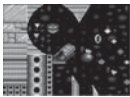
Aim with the flippers to shoot Sonic into enemies, chutes, bumpers and drop targets. Hit bumpers to get a burst of speed and score points. Hit drop targets to open gates and score additional points.

VENTURE INTO THE VOLCANO!

Dr. Robotnik's Veg-O Fortress contains four levels. If you find all the Emeralds in a level, you'll face off with one of Robotnik's brainwashed bosses. Beat the boss to advance to a Special Bonus Stage.



Toxic Pools: Blast your way through chambers oozing with nasty green slime. Take a ride on a geyser accelerator. Shoot through tubes to the upper tables and smash into mechanical worm bumpers!



Lava Powerhouse: You've entered the energy generator for the Veg-O Fortress. Here you'll explode out of a lava cannon, fly through tunnels on bursts of steam, and leap onto searing trampolines. But look out for the lava pits, or you could get burned!



The Machine: Spin into Robotnik's prison and robot manufacturing facility. Crash into gigantic padlock bumpers and catch a ride on a conveyor belt. Don't get crushed in the grinding gears!



The Final Showdown: After Sonic destroys the Veg-O machine, the fortress blows apart and the volcano erupts. But slippery Robotnik has escaped in his rocket ship! Bounce off flying bumpers and flippers, disintegrating platforms, springs and other fortress remnants. Spin on the rotating valves for your shot at Robotnik. But blow your chance and you'll end up back in the scorching volcano!

SPECIAL STAGE “BONUS CAGES”

There are three Emeralds in levels 1 & 2 and five Emeralds in levels 3 & 4. Find all the Emeralds in each level, and you'll earn a shot at one of the bosses. Beat the boss to advance to the Bonus Cages!

Each Special Stage consists of three cages. Press down on the directional pad to zip back and forth across the cage bottoms, gain speed and grab rings. When you've collected at least half of the rings in a cage, a door opens and you can enter the cage to the right.

Look for mystery boxes in each cage. The boxes hold extra time, points, rings, Continues, or extra lives. Bounce on the boxes to open them. But make sure to get out of the third cage before time runs out, or you won't get credit for anything you grabbed in the Special Stage.



MATCH SCREEN

At the end of your Sonic Spinball™ game, you'll see a 4-digit number spinning next to your final score. Press the A or B button to stop the spinning number. If the 4 digits shown match the last 4 digits of your score, you win a free ball and one last chance to ruin Robotnik!



RACK UP POINTS!

Sure, you're out to stop Robotnik's criminal quest, but you're also out to score tons of points! Check out the chart to the right to see how many points everything's worth in each level!

At the end of each level, you'll see a screen with your current point total.

Toxic Pools:	Rings	1,000 points
	Bumpers	500
	Forebots	35,000
	Clucks	40,000
	Emeralds	500,000
	Drop targets	75,000
Boss Round:	Collision	1,000 points
	Total destruction	500,000
Lava Powerhouse:	Rings	1,000 points
	Bumpers	500
	Forebots	35,000
	Clucks	40,000
	Emeralds	500,000
	Drop targets	75,000
Boss Round:	Collision	2,000 points
	Each head	5,000
	Total destruction	1,000,000
The Machine:	Rings	1,000 points
	Bumpers	500
	Monkeys	30,000
	Vultures	45,000
	Emeralds	500,000
	Large Padlock:	Bumpers
Boss Round:		Collision
	Tube destruction	10,000
	Total destruction	3,000,000
Final Showdown:	Rings	1,000 points
	Bumpers	500
	Wasps	80,000
	Vultures	100,000
Final Boss Round:	Closing a valve	25,000 points
	Collision	10,000
	Total destruction	Beat Robotnik and find out!

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the class B FCC limits.



www.technosourceusa.com

© 2005 Techno Source.

All Rights Reserved.

30 Canton Road, Kowloon, Hong Kong

MADE IN CHINA

IM-10615

Questions? Comments?

Visit our website at:

www.technosourceusa.com

Product specifications and colors may vary.



SONIC CHAOST™, SONIC SPINBALL™ and GAME GEAR are either registered trademarks or trademarks of SEGA Corporation.

Manufactured and distributed by Techno Source under license by AtGames Holdings, Ltd.

Sonic Chaos, Sonic Spinball Game Software © SEGA Corporation, 1988-1992. All rights reserved. Made in China.